

arcade express

THE BI-WEEKLY ELECTRONIC GAMES NEWSLETTER

VOLUME ONE, NUMBER ELEVEN

JANUARY 2, 1983

SINGLE ISSUE PRICE \$1.50

ELECTRONIC GAMES HOSTS EXECUTIVE ROUNDTABLE IN N.Y.

The first annual Executive Roundtable of the Electronic Gaming Industry, sponsored by Electronic Games magazine, brought leading hardware and software publishing executives and heavyweights from the world of business journalism together over dinner at New York City's fabulous Windows

on the World restaurant atop the World Trade Center.

Representing the world of entertainment at this strictly off-the-record session were Arnold Greenberg, president of Coleco, Bill Grubb, president of Imagic, Richard Sterns, vice president of Parker Brothers and Dave Gordon, president of Datamost. Top echelon writers from such publications as Newsweek, Forbes, Fortune, Business Week, Time and the Wall Street Journal joined Arnie Katz, editor of Electronic Games, Joyce Worley, editor of Arcade Express, Jay Rosenfield, president of parent company Reese Publishing and Fred Mackerodt, president of Fred Mackerodt, Inc., for an exchange of candid opinions on the current and future state of the electronic gaming industry.

FOURTH ANNUAL ARCADE AWARDS PRESENTED BY ELECTRONIC GAMES

Electronic Games Magazine presented the Fourth Annual Series of Arcade Awards for excellence in game design, on Dec. 8, 1982. The presentation was the focus of a meeting where each

manufacturer had an opportunity to demonstrate his award-winning game. Winners were invited to display their hit games for the gathering which included representatives from tv, magazines, and local news media in New York City. The event, which drew biggies from every company in the electronic gaming industry, gathered the greatest collection of games ever seen under one roof, much to the delight of the spectators. Reporters were invited to try their skills with every award-winning game before and after the awards presentation ceremony.

Arcade Awards were presented for 27 categories, including video-games, computer games, coin-ops and stand-alone games marketed between October 1, 1981 and October 1, 1982.

ATARI REMOVES TOP EXEC; TANGLES WITH COLECO IN BATTLE OF CAMING TITANS

Warner Communications relieved Perry Odak, President of the Home Video Division of Atari, of all duties early in December, capping a week of announcements that sales of video game cartridges have not been all they were expected to be. The company's stocks tumbled

after it was revealed that earnings had not increased as much as expected for 1982. This led to Mr. Odak's release from his position.

Atari also announced that it is entering suit against Coleco Industries for what it terms patent infringement and unfair competition. Atari seeks an injunction to halt sale of Coleco Expansion Module #1, which allows VCS-compatible cartridges to be played on the Coleco game unit. Atari is seeking damages from Coleco in amount of \$350 million.

Coleco responded by filing countersuit for \$500 million, alleging violations of the Federal Antitrust statutes. Arnold Greenberg, president of Coleco, stated, "Patent attorneys for Coleco have carefully examined all relevant Atari patents and are convinced that Coleco does not infringe any valid patent and that the suit is without merit." Greenberg went on to say that Coleco was not surprised by Atari's suit. "It is another example of Atari's effort to monopolize trade and commerce in the home video competition and tried to deprive retailers and consumers of the benefits of a fair and open competitive marketplace."

It seems a safe New Year's prediction to say that Arcade Express readers will be hearing a great deal more about this in the months to come!

ATARI SEES RED OVER DEMON ATTACK: SUES IMAGIC FOR INFRINGEMENT Atari has filed suit against Imagic, in what could be the hottest videogame battle of the Winter. Atari claims that Imagic infringed a copyright in the Intellivision version of Imagic's Arkie-Award winning hit, "Demon Attack".

The folks in Sunnyvale are up in arms because Atari holds the home rights to "Phoenix", the Centuri coin-op, and says that "Demon Attack" is an unauthorized plagerism of that game. However, the VCS-compatible version of "Demon Attack" has not been sued up to this point.

A spokesman for Imagic expressed confidence that Atari's case will not stand up, and denies the charges as "completely without merit".

MIDWAY INTRODUCES THE FIRST LEGAL ENHANCEMENT "Super Pac-Man", the new coin-snatcher from Midway, contains the industry's first legal enhancement. Not just a simple speed-up kit, the ghost monsters' movements are now randomized to make the game more challenging. You may have had them whipped before, but now Inky, Blinky, Pinky and Clyde will have you on the run. You may as well trash those pattern books - those strategies won't help you here!

PARKER GRABS HOT NEW COIN-OP LICENSES AT AMOA When Parker Brothers went to AMOA (Amusement & Music Operators Association) they weren't just window shopping. The canny company picked up licenses for two hot coin-ops while they were there. Parker is authorized to produce home versions of "Q*Bert", the 3-D hit from Gottlieb, and "Popeye", the coin-op collusion between Nintendo and King Features. Both games should be introduced in home versions before the end of 1983.

GRAND-MASTER CHESS IS A MOVING GAME Milton Bradley is about to reveal a new technological wonder, while at the same time entering the field of computer chess. MB's self-contained computerized chess game goes other programs one move better. Dubbed "Grand-Master", the stand-alone unit has many of the features that make computer contests so rewarding for pawn-pushers: a variety of skill levels, and a selection of controls to make the game versatile enough for ardent chessists. But the best part of it is that the chess pieces actually move themselves across the board, with no help from the gamer. Pawns separate to let knights snake through their ranks; pieces part to allow castling. The entire contest can be played to mate without a touch of human hand. If that doesn't impress you, just think how crazy you could drive your cat with it!

ADVENTURE IS THEME OF SYNCRO TITLES Syncro, Inc. Software has a bevy of adventures ready for the Atari 400/800 computers, for the first quarter of 1983. "Laser Ants" calls on the arcader to enter mounds, battling mutated giant ants, and trying to kill the queen. This isn't too easy since the queen has a deadly laser ray projecting from her antenna, and the lady gets downright cranky with people invading her domaine. "Astron IX" is an arcade-style adventure beneath the surface of an asteroid. Another adventure also takes arcaders underground: "Cave of the Evil Jinn" is a labyrinth full of traps, pitfalls and dangers, as well as riches and wondrous secrets. "Stargate Courier" is a three-screen, 8-way scrollable traveling game. Pass through ten galaxies, using stargates defended by aliens. Finally, "Puzzle Panic" allows computerists to make their own picture puzzles, save them, and then recall them later. It also records the best solving time, to spur the gamer to try harder (and faster!) next time.

All games use joystick, on 24 or 32K disk, for the Atari computers.

EDITORIAL STAFF: Arnie Katz, Co-Publisher, Joyce Worley, Editor; Bill Kunkel, Editorial Director
ADMINISTRATIVE STAFF: Jay Rosenfield, Publisher; Rena Adler, Subscription Manager; Janette Evans, Business Manager

ARCADE EXPRESS (ISSN 0733-6039) is published bi-weekly by Reese Publishing Company, Inc., 235 Park Avenue South, New York, NY 10003. © 1982 by Reese Publishing Company, Inc. All rights reserved. © under Universal, International and Pan American Copyright conventions. Reproduction of the content in any manner is prohibited. Single copy price \$1.50. Subscription rates, U.S. and Canada only: Six months (13 issues) \$15; one year (26 issues) \$25. Subscriptions mailed first class. Address subscription orders, correspondence and news to Reese Publishing Company, Inc., ARCADE EXPRESS, 235 Park Avenue South, New York, NY 10003. For change of address, allow 60 days to process; send old address label, new address and zip code. All material listed in this publication is subject to manufacturer's change without notice, and the publisher assumes no responsibility for such changes. All correspondence will be considered publishable unless otherwise advised. Printed in the U.S.A.

LISTEN TO THE NEWS ON YOUR GAME,
OR PLAY A GAME ON YOUR RADIO

Hattori has gone one better by bringing an old sound to a new format, adding a miniature transistor radio to its palm-sized electronic games. K. Hattori, a leading manufacturer of high quality quartz watches, appointed Technotel Corp. to distribute and market a line of pocket-sized electronic games. Galled "Pop Games", there are 13 titles in the line. All contain time pieces with alarms; five have stopwatch features, and three of the new games contain an AM radio. Some have dual screen displays for more complex gaming graphics. Prices range from \$25 for the watch/alarm/stopwatch models, \$30 for the dual-display games, and \$49 for products containing radios.

The radio/watch-games, "Emergency", "Voyager" and "Barrier", are the most recent Hattori products introduced in this country. The entire line, including some novel sports miniature games, will be widely distributed in the US this Winter.

SEGA'S MONSTER MASH
IS A CARTOON ADVENTURE

"Monster Mash", the new cartoon adventure game from Sega, has three scenarios for spook-hunting arcaders to conquer. Little Red, the on-screen hero, must chase Dracula through a five-story haunted house in the first scene, avoiding bats and trying to locate the Magic Sword to help him defeat the vampire. In the second scene, Little Red enters the castle of Frankenstein. Wolfmen guard the monster and must be dispatched before Frankenstein can be eliminated. Then Little Red enters a graveyard where giant spiders guard the crypt of Chameleon Man - a color-changing long-tongued monster who is hard to see against the background. Succeeding rounds of play present the three scenes at a faster tempo with smarter and more numerous guard-monsters, in a colorful coin-op extravaganza.

U.S. GAMES SUPPORTS THEIR NEW
CONSUMER SATISFACTION GUARANTEE
WITH ADVERTISING CAMPAIGN

U.S. Games is supporting its consumer satisfaction guarantee with a print, broadcast and t.v. advertising campaign that started in mid-November and continued through the end of 1982. The guarantee promises a complete refund of the cost of a U.S. Games cartridge if returned with sales receipt within five days of purchase. "You'll love our games...or we'll buy 'em back" is the theme of the ads that feature "Space Jockey", "Sneak 'N Peek", "Word Zapper", "Commando Raid" and "Towering Inferno".

PRODUCTS FOR VIC-20
EXPAND COMPUTER USABILITY

Human Engineered Software (HES) is helping to make the VIC-20 more versatile and more fun. Along with a full line of games, HES has also come up with "Soundbox", an enhancement device said to improve the VIC-20's sound output for gaming. Retailing for \$14.95, the "Soundbox" can be used with the VIC-20, Atari 400/800, TI, and other Commodore computers.

HES' expansion board for the VIC-20 has four switchable slots and a reset button. It's marked for \$29.95 under the name of "Hescard". To further enhance the VIC, "Turtle Graphics II" helps the arcader utilize the full graphics features of the computer. Also new from HES is "Heswriter 64", a sophisticated word processing package with full-screen editing, for \$45.

LOW COST COMPUTER IS
DESIGNED FOR BEGINNERS
AND STUDENTS

The newest star in micro-computer heaven is the VZ100, a personal computer designed especially for beginners or students. Developed by Video Technology USA, the 3K computer speaks BASIC and has a full-size moveable-key keyboard. Use it with any cassette tape recorder. The biggest surprize is the price, only \$89.95 for the basic unit. Video Technology also has a complete line of peripherals, including 16K or 64K memory expansions, joysticks, printer, light pen, modem, disc drives, bar code reader, monitor, and a full range of software cassettes designed to sell for \$15 per package. There are 40 software titles already available for education, business, home management, and (last but not least) games. The game line includes old favorites like checkers and chess, as well as action/arcade style games, gambling games, and adventures.

"No personal computer is more attractively priced or offers more demonstrable advantages for the beginner computer enthusiast," promises Jack Hirsch, Video Technology's President.

NAME THE GAME FOR BIG BUGKS U.S. Games is sponsoring a contest/sweepstakes to find the best name for a new deep sea adventure. A joystick-controller diver gathers treasure from the ocean floor, while constantly threatened by an octopus whose tentacles draw ever closer. A spear gun drives the octopus back, but the diver has other problems. There's a man-eating shark that must be dealt with. The gamer has to watch the undersea denizens, gather treasure, and also keep an eye on the dwindling air supplies.

Get a look at the cartridge at your local dealer in mid-January, and pick up entry blanks, for the U.S. Games sweepstakes drawing. The first name out of the hopper wins \$10,000 regardless of the title he submits, and \$3500 and \$1500 go to the next two winners. One hundred people will get libraries of six U.S. Games cartridges, and 1000 will receive one game each. And, the person sending in the best, most creative name for the game will win a special award of \$10,000, even if he's already won one of the other prizes.

THE COMPUTER KEYBOARD IS READY FOR INTELLIVISION MASTER COMPONENT The long-awaited Intellivision Computer Keyboard is finally ready. The \$150 unit is said to perform the functions of a home computer when attached to the Master Component console. Plugged into the Intellivision, the keyboard and Adaptor Modules use built-in BASIG. The keyboard, which has been test marketed for the last two years, should be in full distribution by mid-1983.

POP CULTURE GIVES THEME TO PARKER BROS. GAMES FOR VIDEO AND COMPUTER Parker Brothers has some strong licenses for their 1983 lineup of games specifically designed to bring adventure to videogaming, according to Parker's President Randy Barton. Popular culture hits, such as movies, comics and arcade games, form the basis for titles scheduled for 1983. Initially the games will be released in VGS-compatible versions, with some titles also programmed for Intellivision. Later in the year, Parker will start programming cartridges for both GolecoVision and the Atari Model 5200.

Parker is also entering the computer software business, with programs for the TI-99, VIG-20, and Atari 400/800 computers, and is considering games for the IBM PC and Apple II. A line of software is to be introduced no later than June, and may include programs for Parker classics such as "Monopoly" and "Risk".

Videogames schedules for the next months include "Super Gobra", from the Konami coin-op, and "Star Wars Jedi Arena", a light-saber battle. "Strawberry Shortcake Musical Matchups" and "G.I. Joe" are Parker's kideo candidates. Two more "Star Wars" games will be based on the movie to be released in 1983, "Revenge of the Jedi, Games 1 and 2". Parker also went to the movies for "James Bond Agent 007". "The Lord of the Rings I" is the first of a line to be based on the trilogy of books that started the entire adventure gaming craze. Other coming events are "Reactor" from the Gottlieb hit, "Sky Skipper" based on Nintendo's coin-op, "Tut-an-kham" from Konami, and "The Incredible Hulk" based on the Marvel Comics hero.

TELESYS LINE DESCRIBED AS "QUICK AND CRAZY" Telesys, the company with the crazy promotions (remember the purple pickle pillows distributed last year?) will unveil three new titles at GES. "Ram It" is a colorful and musical trap, and "Stargunner" is a quick-playing game to protect your planet from three different species of alien invaders, in 8 levels of difficulty. The third game is unnamed so far, but they say it's another zany blast for VCS owners.

COMPANY OFFERS TRIAL DISK AS DEMO FOR NEW GAME Survival Software has a new way to draw attention to "Gyborg Zombies From Death Planet Kyew", for Atari 400/800 computers. A "try before you buy" disk describing it is available for \$5 (refundable upon purchase of game) from the company, P.O. Box 3068, San Mateo, Ga. 94403. It requires 40K and joystick to play.

The theme of the game requires arcaders to retrieve as many power gems as possible and return them to the temple. A direction finder helps locate the treasure, but menacing Gyborg Zombies try to stop you from reaching your goal.

TAITO IS ON FRONT LINE IN ACTION WAR GAME Taito predicts all other war games are obsolete after "Front Line", a new coin-op that takes players into combat to capture the enemy fort. The arcader is armed with a gun and hand grenades, but the enemy troops have similar weapons. Land mines booby-trap the ground, and bullets and bombs explode around as you race past trees. Then face enemy tanks. Battle either with grenades or hop into your own tank, as you battle toward the enemy fort which must be destroyed. "Front Line" features exciting graphics and realistic sound effects. If you just have to fight this is the best way - on a play-for-pay machine, where no one really gets hurt!

ATLANTIS' DEFENSE WINS \$10,000 FOR CHAMPION VIDEOGAMER Imagic took four finalists to Bermuda to determine once and for all who is the best player of "Atlantis", for a grand prize of \$10,000 in gold. Andrew Levine, 15, from Needham, Mass. walked away with the honors, scoring 1,968,800 points in one hour of timed play in the tropical island paradise. Andrew, a B+ highschool sophomore, had only owned his Atari five months, and the "Atlantis" game cartridge for less time than that.

The victory impressed Dennis Koble, designer of "Atlantis", who says that Andrew didn't win just because of good hand-eye coordination. "He's an exceptionally quick analyst of the game program and devised a strategy to achieve the maximum points per minute that the game program would allow. Then he worked out a play technique to optimize the strategy." Sounds easy, doesn't it? But it isn't really all that simple, and the highest congratulations go to Andrew for a great victory!

WHO IS THAT GOBBLING UP THE ROAD? CAN YOU BELIEVE A PAC-MAN CAR? Now we've seen everything! The latest in the line of Malibu Grand Prix road racers is the Ms. Pac-Man car! The Virage racer can be driven at any of the 32 Malibu Grand Prix sites in the country, where Ms. Pac-Man is gobbling up the track for the fun and amusement of motor race fans.

IS THIS THE ACE OF AQUARIUS? MATTEL THINKS SO: INTRODUCES NEW PERSONAL COMPUTER FOR HOME Mattel Electronics' long-awaited computer is the "Acquarius", a tv-compatible, low-priced home unit with 52K memory, 16-color graphics, built-in Microsoft BASIC, and the ability to display 256 characters simultaneously. The computer sells for under \$200. Peripherals include a 40-column printer, data recorder, and the "Aquarius Mini-Expander", which takes a memory cartridge, game cart and joysticks, for what Mattel calls "enhanced" game play.

ATARI READS ITS OWN HOROSCOPE Atari probably isn't actually putting too much stock in the occult, but the company has signed an agreement with Destron, Inc., thus acquiring the option to market Destron products for videogames and computers. Destron manufactures coin-operated astrology and bio-rhythm forecasting machines. "We believe that our future relationship with Destron will lead to just the type of exciting and imaginative products both our firms have become known for," said Michael Moone, President of Atari's Consumer Electronics Division, but he didn't say if he read it in the stars!

COMPUTERS GO TO THE NURSERY High-tech parents now have an innovative way to introduce the kids to computers at a very early age. Software Productions has "Classic Family Software" designed for ages 3 through 9. The first title, "Micro Mother Goose" is sure to capture the imagination of all toddlers. It contains three games and nine animated computer comics, enhanced with music. The games start very easy, simple enough for young or learning-disabled kids, then get more difficult. Controls are kept simple for tiny tots, and no reading whatsoever is required.

Software Productions packs the game with a lot of extras including Mother Goose stickers, a color poster, and a mini-history of Mother Goose. There's also a 16-page manual for the parents and teachers. The games are extremely user-friendly. In fact, Sina Pettis, the resident genius at Software who also teaches micro computing to elementary students, says she has even tested the program successfully with a two-year-old.

THE HOTSEAT

Reviews of New Products

- RATINGS: 10 Pure gold and about as good as a game could be. A rare rating.
 9 An outstanding, state-of-the-art game.
 8 A very good to excellent game.
 7 A good game.
 6 Better than average, but maybe not for everyone.
 5 An average game that does what it promises.
 1-4 The item has serious flaws.

KEY: The information heading each review follows the same simple format. First comes the name of the item, then its classification and, if it is a home arcade software program, the system or systems with which it is compatible. Finally there's the manufacturer's name.

TIMELORD/Videogame Cartridge (for Odyssey²)/Odyssey

A colorless name cloaks what could become the latest action hit in a run that includes "UFO" "Pick Ax Pete" and K.C.'s Krazy Chase". Alien ships swirl out of a vortex in the center of the screen and crisscross the playfield with great swooping movements that aren't easy for the player who commands the horizontally mobile cannon at the bottom of the screen to anticipate. The attackers drop various types of bombs, each wave progressively more deadly.

This is another of Odyssey's cartridges for use with The Voice speech synthesis module. After the player dispatches each wave of in-coming ships, a message from the alien leader goading the would-be savior of the universe to even greater feats of glory makes good use of the module and adds a new dimension of interest to the game. "Timelord" seems certain to become a big success with Odyssey owners everywhere. Rating: 8

MOON PATROL/Coin-Op Videogame/Williams

Unlikeliest of follow-ups to the long series of "players" games Williams has built their reputation around, this is a horizontally scrolling space shoot-out with a cute character. Gamers control an adorable moon-buggy, complete with three sets of balloon tires. There's also a "jump" element, in that the ship can vault over craters.

Of course there are explosions - and plenty of them as the game gets rolling. Once you get used to the lunar surface, jumping and blasting space hills, the invaders from above appear. Use your joystick to fire straight up, as well as horizontally. Cute, plays well, and looks very solid. Rating: 8

POPEYE/Coin-Op Videogame/Nintendo

One of the hottest new titles at the AMOA coin-op expo in Chicago in November takes Segar's Tnimble Theater creation and puts together the closest thing to a videogame cartoon seen yet in an arcade. There's Olive throwing hearts from the top balcony for Popeye to catch. Blocking true love's progress is the ever-blackhearted Bluto, who can only be defeated by having the one-eyed sailor down a can of nice leafy spinach. The game is multi-leveled and played in stair-step fashion. This one's so authentic even the Sea-Hag shows up! Game play, unfortunately, doesn't come up to visual standards. Still, anything this cute may be unstoppable.

Rating: 7

STARCROSS/Computer Game (for Apple II, Atari 400-800)/Infocom

The same publisher that gave computer adventurers a trilogy about an underground empire ("Zork" I-III) and a devilishly clever murder mystery ("Deadline") leaps into the vast reaches of outer space for this science fiction brain teaser. The player assumes the role of the pilot of a scout ship looking for energy sources who instead stumbles upon the find of the millenium --

a vast starship from another part of the universe. The goal is to enter and explore this vessel, and feret out its secrets. Rating: 9

MING'S CHALLENGE/Computer Game (for Apple II)/Micro Fun

This unconventional arcade-style program features a play mechanic that clearly sets it apart from the host of invasion games, scrolling shootouts and maze contests which currently cominate the computer arcading scene. The player moves a ship across the bottom of the playfield, trying to shoot bouncing balls that drop from the top boundary. Hitting such a circular target freezes it on the display, with the number of points awarded determined by the wave number and the target's distance from the top of the screen. A bomb-dropping alien repeatedly tries to blast the gamer's cannon, as does a death saucer, which also has the ability to unfreeze any previously blasted ball. "Ming's Challenge" is a very, very difficult game that should provide a stiff test for even the arcading elite. If the visuals of this program, which somewhat resembles a slightly more complex VCS cartridge in overall appearance, were on a par with its play-action, "Ming's Challenge" might rate with the year's new crop of super-hits. Even so, it is quite an entertaining game. Rating: 7

OMEGA RACE/Computer Game (VIC-20)/Commodore

Bringing the arcade game home, this version of the Bally Midway hit lets players choose from 8 colors for the background and the ships and mines. The player is a warrior undergoing a deadly training exercise. He must destroy three types of ships while avoiding deadly mines. His ship is propelled by rocket thrust, and will also bounce off the edge of the playfield and the rectangular forcefield protecting the planet below. Direction is controlled by rotating the ship clockwise or counter-clockwise. If the player kills off the entire force, a new, more difficult screen appears. Although the gamer can use the keyboard, joystick or paddles, the paddles make control a bit easier. A good game in the Asteroids tradition. Rating: 8

MOLE ATTACK/Computer Game (VIC-20)/Commodore

This game would be good to play with the Beatles' "Maxwell's Silver Hammer" going in the background. The idea is to bop nine moles on the head as they venture out of their burrows. The player has 60 seconds to get as many as possible, and the sooner he strikes as they move out, the more points he scores. Making this more than a game of reflexes is the fact that it may not be a mole's head trying to get some sun - it could be his derriere, and if you hit that, you lose points. A plus to this cute game, which probably will appeal strongly to younger gamers, is the way the moles constantly change color, as well as their grimaces when hit. Rating: 7

TUBEWAY II/Computer Game (for Apple II)/Datamost

Following up the success of Tempest with other perimeter target games is a logical step, but one which few electronic publishers have ventured to take thus far. "Tubeway II" is assuredly similar to the Atari 1983 Arcade Award winner, but it is just different enough to stand as an independent program within the same gaming genre, rather than carry the stigma of outright imitation. The player uses a paddle or the keyboard to move a shooter around the edge of a series of geometrically shaped playfields. Attackers originate in the center and head for the edge, firing at the shooter as they advance. They don't come directly up the tube-like channels all the time, however, and may frequently spiral outward toward the perimeter, making them even tougher to hit. Instead of Tempest's smart bombs, "Tubeway II" offers the zapper. One section of the circumference of the currently active playfield is lit at a time. When the player gets the shooter onto this lit segment and hits the firing button, any creature on the perimeter immediately vanishes. This comes in especially handy when the space germ, another "Tubeway II" innovation, breaks out of its cage and roams the screen in search of the player's shooter. At this point, only a blast of zapper can prevent total destruction. Rating: 8

WE'D LIKE TO TAKE THIS TIME to extend our warmest greetings to all the readers of Arcade Express.

May you each have a great holiday season, and the happiest of New Years! Here's looking forward to 1983 -- which I predict will be the greatest year of gaming in the history of the world! Best wishes to you all, and Happy Gaming!

-- Joyce Worley, Editor.

HONOR ROLL

The Nation's Highest Scores

ELECTRONIC GAMES TOP SCORERS Here are the current top scores from the editors of Electronic Games and Arcade Express. To compete, send a photo of the game screen showing the final score clearly enough for judges to read the numbers. All photos become property of EG and none will be returned. Include your name and address, and send to Electronic Games, 235 Park Ave. South, New York, NY 10003.

HOME VIDEOGAMES:

UFO/Odyssey - Lee Raymond, no address given - 1,636
 Asteroids/Atari VCS/Game #6 - Ed Semrad, Waukesha, Wi. - 199,990
 Grand Prix/Activision/Course #4 - Mike Ratledge, Charleston, SC - 1:35:68
 Spacechase/Apollo/Game #1 - Tom Garcia, Whittier, Ca. - 185,075
 USAC Auto Racing/Mattel/Course #1 - Ken Barley, Canby, Or. - 2:52
 Defender/Atari - Ed Semrad, Waukesha, Wi. - 4,717,850
 Space Hawk/Mattel - Luc LaBelle, Manitoba, Canada - 10,142,040
 The Incredible Wizard/Astrocade - Bob Mirsch, Warren, Mi. - 130,510

ARCADE GAMES:

Battlezone/Atari - Dennis Hranitzky, Grapevine, Tx. - 9,600,500
 Missile Command/Atari - Joe Fernandes, Artesia, Ca. - 52,246,260
 Centipede/Atari - Darren Olson, Calgary, Canada - 15,207,353
 Star Castle/Cinematronics - Jack Haddad & Tony Garza, San Jose, Ca. - 12,536,960
 Crazy Climber/Nichibutsu - Jim Wright, Lake Orion, Mi. - 487,150
 Defender/Williams - Marvin Norton, Safford, Az. - 49,367,750
 Pac-Man/Midway - Dave Marsden, Santo, Tx. - 14,880,210
 Scramble/Stern - Jason Itzler, Cliffside Park, NJ - 8,410,500
 Phoenix/Centuri - Darnel Stephens, Piqua, Oh. - 585,778
 Astro Blaster/Sega-Gremlin - Eron Foote, Spokane, Wa. - 101,450
 Gorf/Midway - Jim Hart, Jacksonville, NC - 1,237,500
 Dig-Dug/Atari - Dwayne Lindsey, Redding, Ca. - 3,499,010
 Donkey Kong/Nintendo - Steve Sanders, Clifton, Mo. - 863,500
 Frenzy/Stern - Jim Howell, McHenry, Il. - 1,914,777
 Frogger/Sega-Gremlin - Dave McPhee, Muncie, In. - 507,230

**arcade
express**

Reese Publishing Co., Inc.
 235 Park Avenue South
 New York, New York 10003

FIRST CLASS
 POSTAGE
 PAID
 PERMIT NO. 2
 DOVER, NJ

FIRST CLASS MAIL